The Learning Company

Moptown Parade

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OVERVIEW

MOPTOWN PARADE RUNS ON:

- ☐ Apple II, 48K, with Applesoft
- ☐ Apple IIe with CAPS LOCK key down

WITH:

- ☐ Dos 3.3
- ☐ A color video monitor or color television*

FOR:

- ☐ People ages 6 to 10
- ☐ Learning logic concepts
- ☐ Learning language concepts

FEATURING:

- ☐ Seven attribute games . . . easy to hard
- ☐ Cast of 16 characters
- ☐ High and low resolution graphics
- ☐ Player choice of challenge level
- ☐ Graphic and musical feedback
- ☐ Optional sound

DESCRIPTION:

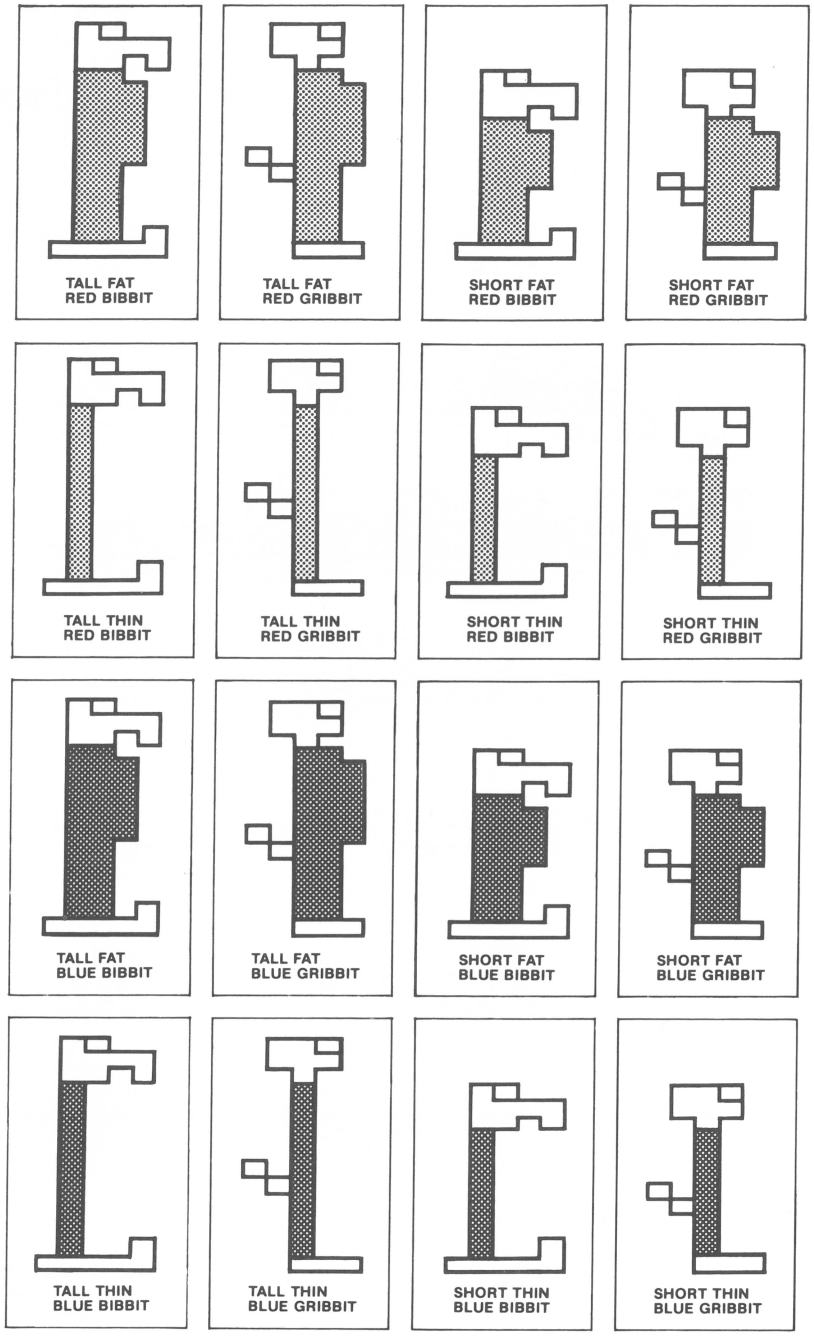
Sixteen moppets, all different, are featured in the Moptown Parade games.

Moppets are:	TALL	or	SHORT
	FAT	or	THIN
wear	RED	or	BLUE
are types	BIBBIT	or	GRIBBIT

Who's different? How many ways? Make a twin. Arrange a parade. Choose the moppet that fits the rule.

*See Appendix B for how to use the diskette with a black and white television.

MOPPET PORTRAITS



WELCOME TO MOPTOWN

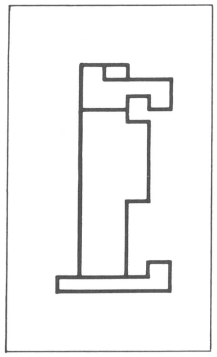
Welcome to Moptown, home of the shy friendly creatures called moppets.

There are only sixteen moppets in Moptown, and each one is different. Half are tall, the other half short. Half are fat, and the other half are thin. There are two kinds of moppets. There are Bibbits who have big noses and big feet, and there are Gribbits who have curvy tails.

Moptown sheep are red or blue so half the moppets wear red clothes; the other half wear blue. Except for their look-alike cousins, who sometimes come from out-of-town to join in their games, there are no two moppets that are exactly alike.

Life in Moptown runs smoothly, perhaps because Moppets seem to have rules for everything. There are rules for who can live in which house and who can join which club. There are even rules for who can march alongside whom in a parade. Moppets don't seem to mind. They like to turn all these rules into interesting games. They are aware and proud of their similarities and differences. They are particularly proud that each of them is unique.

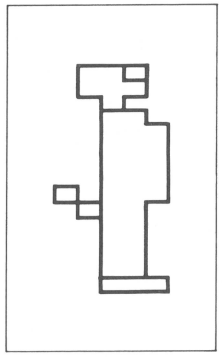
Welcome to Moptown. Come join the games.



I AM A BIBBIT.

BIBBITS HAVE BIG FEET.

[Think of B for Bibbit,
B for Big feet.]



I AM A GRIBBIT.

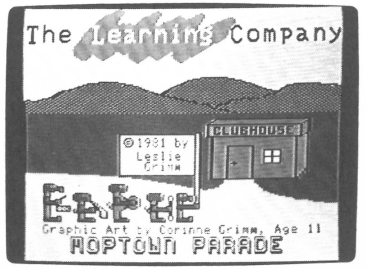
GRIBBITS HAVE TAILS.

GETTING STARTED

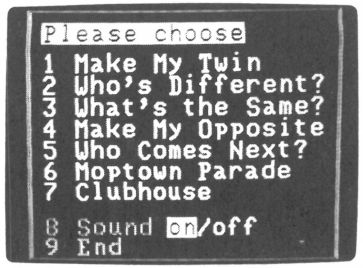
Insert the Moptown diskette into the disk drive and turn on the comptuer. (See DOS Manual for help.)

If you have an Apple IIe, be sure the CAPS LOCK key is down.

When the program is loaded the title screen will appear.



A few seconds later the MENU SCREEN will appear, listing the seven games on the diskette.



The games are arranged in order of difficulty:

1 Make My Twin is one of the easiest.
7 Clubhouse is one of the hardest.

TO USE THE MENU

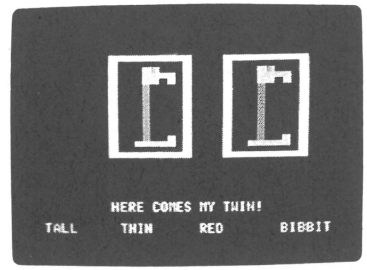
- Type a number to choose a game.
- Type 8 to turn sound ON or OFF in the games.
- Type 9 to stop.

SPECIAL KEYS FOR GAMES

ESC	Press ESC to stop a game before it ends. When you see "Do you want to stop? (Y or N)." Type Y for YES or N for NO. If you type Y, you will be returned to the menu where you can stop or choose another game. If you type N you will return to the game.
SHIFT—?	Will show you the instructions.
RETURN	Press RETURN only when asked.
←	Press ← to erase when entering the four traits that describe a moppet.

THE GAMES

1. MAKE MY TWIN



Moppets have four attributes:

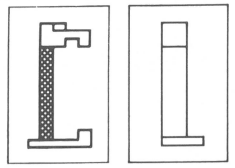
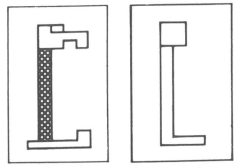
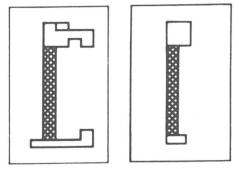
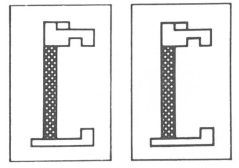
TALL OR SHORT	(T or S)
FAT OR THIN	(F or T)
RED OR BLUE	(R or B)
BIBBIT OR GRIBBIT	(B or G)

You will see a moppet.
You must make its twin.
To make a twin, you must tell whether it should be TALL or SHORT, FAT or THIN, RED or BLUE, BIBBIT or GRIBBIT.

(You need only type the first letter of the attribute. The computer will finish it.)

The computer will draw the moppet you describe. You will see if it is a twin!

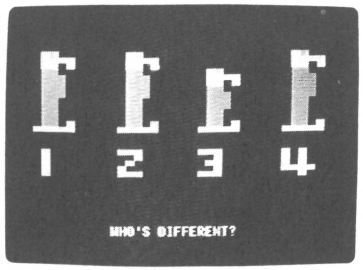
EXAMPLE:
Computer shows a TALL, THIN, BLUE BIBBIT.

COMPUTER ASKS	*YOU TYPE*	*YOU SEE*
TALL OR SHORT? (T or S)	T for TALL	
FAT OR THIN? (F OR T)	T for THIN	
RED OR BLUE? (R OR B)	B for BLUE	
BIBBIT or GRIBBIT (B OR G)	B for BIBBIT	

You've got it! See the flashing frame?

2. WHO'S DIFFERENT?

You will see four moppets. Choose the one that is different from all the rest and type the number you see below it.



After you choose who is different you will need to say which trait is different about the moppet you chose.

The traits to choose from are:

A.	HEIGHT	(TALL	or	SHORT)
B.	GIRTH	(FAT	or	THIN)
C.	COLOR	(RED	or	BLUE)
D.	TYPE	(BIBBIT	or	GRIBBIT)

EXAMPLE:

(refer to screen above)

Computer asks: WHICH ONE IS DIFFERENT?
(1, 2, 3, OR 4)?

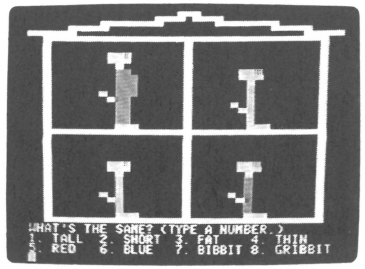
You choose 3 as different since 1, 2, and 4 are all TALL, fat, red bibbits.

Computer asks: WHICH TRAIT IS DIFFERENT?
(A, B, C, OR D)?

You choose A for HEIGHT, since 3 is a SHORT, fat, red bibbit.

3. WHAT'S THE SAME?

Four moppets live in the house you see. There is at least one thing that is the same about all of the Moppets.

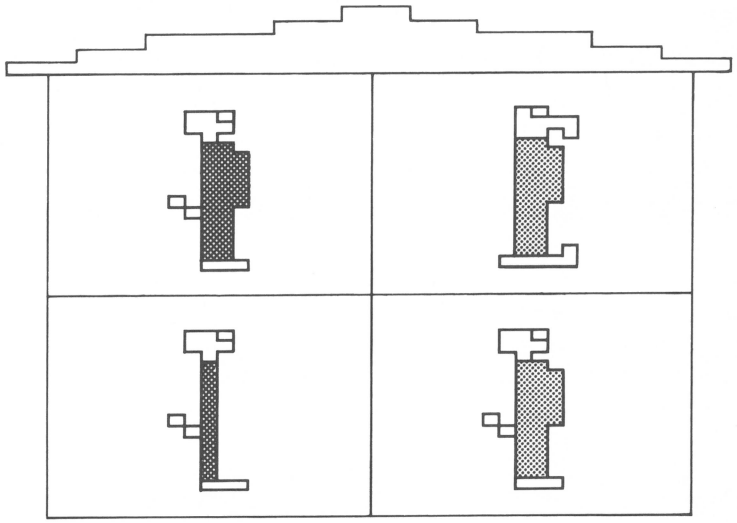


Here is a list of the way they could look:

1. TALL	2. SHORT	3. FAT	4. THIN
5. RED	6. BLUE	7. BIBBIT	8. GRIBBIT

When you see the moppets, type the number of the trait that all of them have. (If they all have more than one trait the same, pick any one trait.)

EXAMPLE:



FIRST:	TALL	FAT	BLUE	GRIBBIT
SECOND:	TALL	FAT	RED	BIBBIT
THIRD:	TALL	THIN	BLUE	GRIBBIT
FOURTH:	TALL	FAT	RED	GRIBBIT

Choose 1 for TALL since that is the only trait that is the same for all four moppets.

4. MAKE MY OPPOSITE

You will see a picture of a moppet. Make its opposite in the frame alongside.

If the picture you see is a

TALL FAT RED GRIBBIT

The moppet that belongs in the frame is a

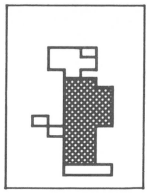
SHORT THIN BLUE BIBBIT.

This is true because

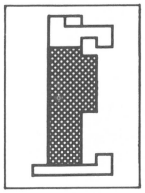
the opposite of TALL is SHORT
the opposite of FAT is THIN
the opposite of RED is BLUE
the opposite of GRIBBIT is BIBBIT

EXAMPLES:

COMPUTER SHOWS

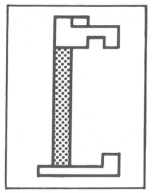


SHORT FAT BLUE GRIBBIT
S F B G

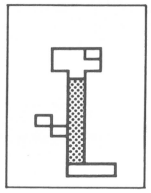


TALL FAT BLUE BIBBIT
T F B B

YOU CHOOSE



TALL THIN RED BIBBIT
T T R B

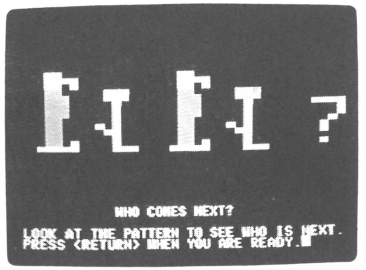


SHORT THIN RED GRIBBIT
S T R G

5. WHO COMES NEXT?

You will see four moppets arranged in a pattern. There are three patterns possible:

A B A B A B
A B B A B B
A A B A A B



Decide which pattern you see and who comes next.

The pattern above is A B A B A B.

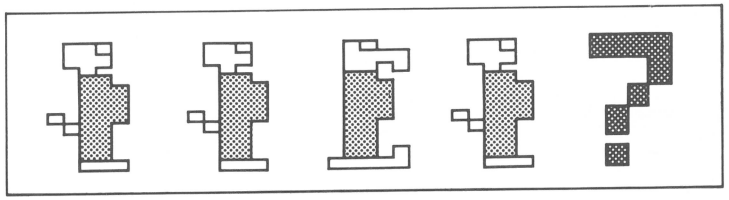
The figures are:

FIRST MOPPET:	TALL	FAT	RED	BIBBIT (A)
SECOND MOPPET:	SHORT	THIN	BLUE	GRIBBIT (B)
THIRD MOPPET:	TALL	FAT	RED	BIBBIT (A)
FOURTH MOPPET:	SHORT	THIN	BLUE	GRIBBIT (B)

Therefore the fifth moppet is a

TALL FAT RED BIBBIT (A).

An example of pattern A A B A A B (two same, one different, two same, one different, etc.) could be:

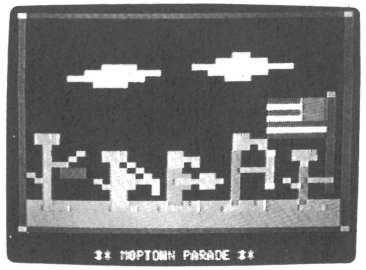


FIRST MOPPET:	SHORT	FAT	RED	GRIBBIT (A)
SECOND MOPPET:	SHORT	FAT	RED	GRIBBIT (A)
THIRD MOPPET:	SHORT	FAT	RED	BIBBIT (B)
FOURTH MOPPET:	SHORT	FAT	RED	GRIBBIT (A)

In this case the fifth moppet is a

SHORT FAT RED GRIBBIT (A).

6. MOPTOWN PARADE



There are five moppets in the parade. You will see one to start, and you choose the rest.

Each moppet in the parade is different from the one before it in one or more ways, depending on the game rule.

For example, if the game rule is '1', each moppet must be different from the moppet before, in one way.

If the moppet on the screen is a TALL, THIN, RED BIBBIT, the next moppet may be a TALL, FAT, RED BIBBIT.

At the start of each game you may change the game rule if you wish.

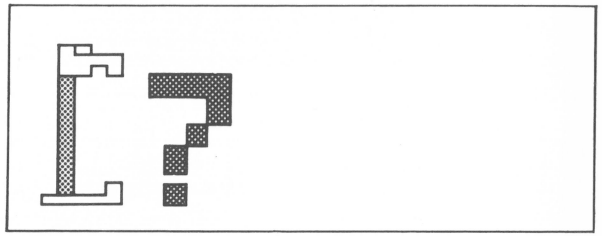
The rule may require neighbors in the parade to differ in one, two, three or four ways.

Note: There are many different moppets that can go in the parade. Moppets may appear more than once.

EXAMPLE:

A one difference game.

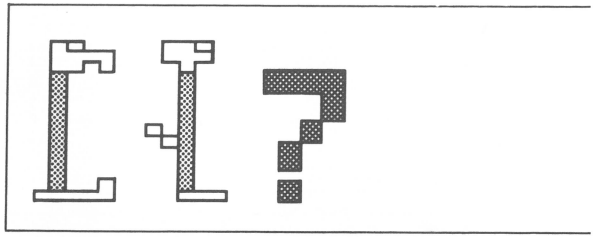
You see . . .
TALL THIN RED BIBBIT.



Computer asks . . .
WHO COMES NEXT?

You make one change
BIBBIT to GRIBBIT, for example.

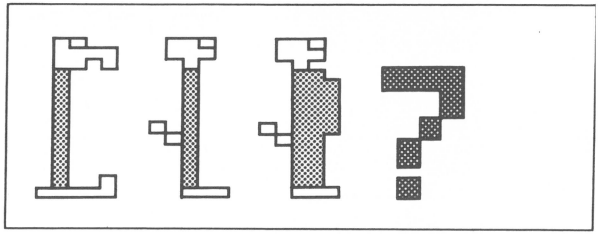
You see . . .
TALL THIN RED
GRIBBIT.



Computer asks . . .
WHO COMES NEXT?

You make one change . . .
THIN to FAT.

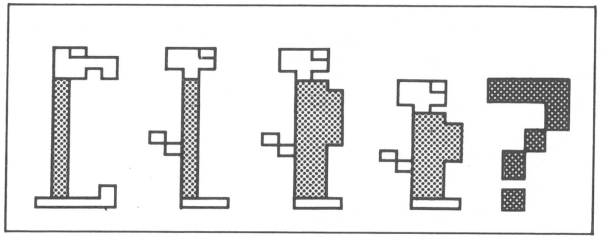
You see . . .
TALL FAT RED GRIBBIT.



Computer asks . . .
WHO COMES NEXT?

You make one change . . .
TALL to SHORT.

You see . . .
SHORT FAT RED
GRIBBIT.

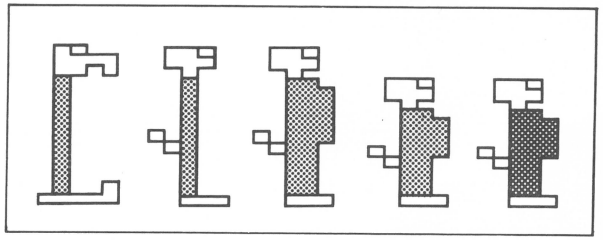


Computer asks . . .
WHO COMES NEXT?

You make one change . . .
RED to BLUE.

You see . . .
SHORT FAT BLUE
GRIBBIT.

Then you see the parade!

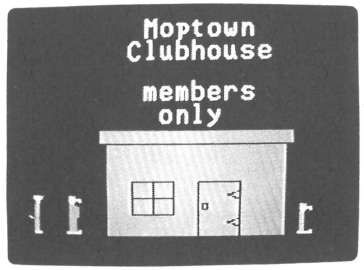


7. CLUBHOUSE

Only Members Allowed!!!

The object of this game is to guess the membership rule for the Moptown Clubhouse.

Luckily, each new game has its own rule, so sooner or later everyone gets to join!



Sometimes a rule involves a single trait; for example, only TALL moppets may belong. Sometimes the rule involves two traits; for example, only TALL and FAT moppets may join.

At the beginning of the game you get to choose whether the rule will be single or double.

TO PLAY, choose a moppet and type the four letters (first letter of each trait) that describe it.

If that moppet fits the rule, it will appear in the clubhouse. If not, an 'X' will mark the moppet you chose.

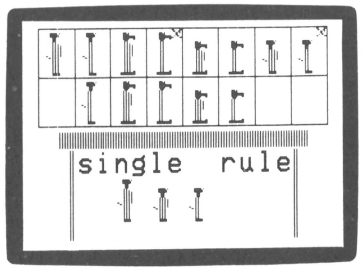
In the game you see here, the player has guessed two that don't belong so far:

TALL THIN BLUE BIBBIT
SHORT THIN BLUE GRIBBIT

The player has guessed three that do belong:

TALL FAT RED GRIBBIT
SHORT FAT RED GRIBBIT
SHORT THIN RED GRIBBIT

I guess the rule is RED. WHY?



All the moppets that fit the rule are RED GRIBBITS. From this information the rule could be RED or GRIBBIT.

However, I also see that the SHORT, THIN, BLUE GRIBBIT is an example of a GRIBBIT that does not fit the rule. (It is crossed out.) Therefore I know that RED is the rule.

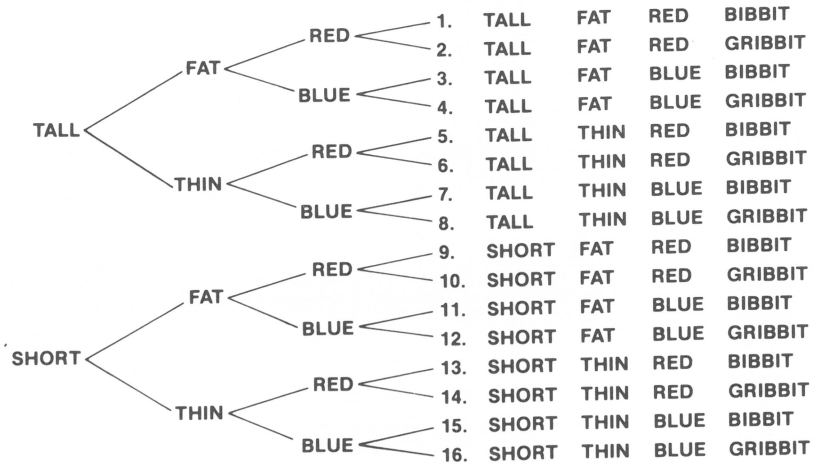
When you think you know the rule, you may type 'R' (for guess rule). You will be shown a list of possible rules. Pick one and see if you are right!

GAME SUPPLEMENT and CLASSROOM APPLICATIONS:

MORE ABOUT MOPPETS:

Moppets have four attributes. Each attribute has two values. All together, two times two times two times two equals sixteen moppets.

Think about it this way.



1.	TALL	FAT	RED	BIBBIT
2.	TALL	FAT	RED	GRIBBIT
3.	TALL	FAT	BLUE	BIBBIT
4.	TALL	FAT	BLUE	GRIBBIT
5.	TALL	THIN	RED	BIBBIT
6.	TALL	THIN	RED	GRIBBIT
7.	TALL	THIN	BLUE	BIBBIT
8.	TALL	THIN	BLUE	GRIBBIT
9.	SHORT	FAT	RED	BIBBIT
10.	SHORT	FAT	RED	GRIBBIT
11.	SHORT	FAT	BLUE	BIBBIT
12.	SHORT	FAT	BLUE	GRIBBIT
13.	SHORT	THIN	RED	BIBBIT
14.	SHORT	THIN	RED	GRIBBIT
15.	SHORT	THIN	BLUE	BIBBIT
16.	SHORT	THIN	BLUE	GRIBBIT

ONE COMPUTER! EVERYONE PLAYS!

- ☐ Make a set of moppet cards.

  ADULT: Xerox the set of moppets and attribute cards in Appendix C; one set for each child.

  CHILDREN: COLOR moppets RED or BLUE. Perhaps paste on cardboard. Perhaps laminate. Cut out individual moppet cards. Cut out attribute cards.
- ☐ Set up the computer and monitor so all children can see the screen.
- ☐ Load the diskette and choose a game.
- ☐ Everyone play!

  Children hold up cards to show their responses.

  One child types the response on the computer.

  (Note: In games 3, 6, and 7 there are many possible correct moppets.)

Consider the game *WHO'S DIFFERENT?*

In the example on page 12, each child holds up a picture of the moppet they think is different.

The leader chooses a child holding up a SHORT, FAT, RED BIBBIT. The child types '3' on the computer. Then children hold up the card HEIGHT in response to the question, 'WHICH ATTRIBUTE IS DIFFERENT?"

ONE COMPUTER: SMALL GROUPS OR PAIRS OF CHILDREN PLAY!

MAKE YOUR OWN PARADE

HOW?

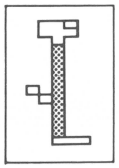
Arrange the moppet cards so all players can see them. One player chooses a one or two difference rule.

The first player starts by placing a moppet card down so everyone can see it.

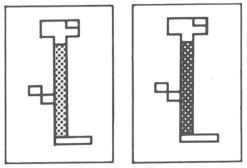
Then players take turns putting down a train of moppet cards. Each card is different from the one before by the number of differences in the rule that was chosen.

EXAMPLE:

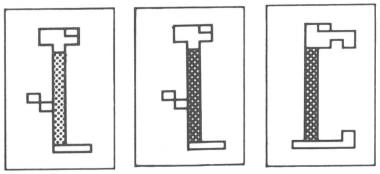
FIRST PLAYER PUTS TTRG



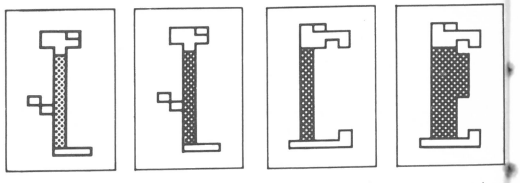
SECOND PLAYER PUTS TTBG



THIRD PLAYER PUTS TTBB



FOURTH PLAYER PUTS TFBB



etc.

The last player to be able to put down a card is the winner.

PLAY WITH A DIE

Use the throw of a die to change the difference rule as you play the parade game.

HOW?

FIRST PLAYER THROWS DIE.

If number 1 shows, player puts down a moppet that differs in ONE WAY.

If number 2 or 5 shows, player puts down a moppet that differs in TWO WAYS.

If numbers 3 or 6 show, player puts down a moppet that differs in FOUR WAYS.

If number 4 shows, player puts down a moppet that differs in 4 ways.

ODD or EVEN

If die throw is odd (1, 3, or 5), then the rule is DIFFERENT IN 1 WAY (odd).

If die throw is even (2, 4, or 6), then the rule is DIFFERENT IN 2 WAYS (even).

OTHER VARATIONS

The game can be played with one set of cards.

The game can be played with one set of cards for each player.

The game can be played with remaining cards face up or face down.

PLAY CLUBHOUSE WITH CARDS

HOW?

Arrange the moppet cards like the diagram in Clubhouse, page 18.

The game can be played by pairs or small groups of children.

One child is the computer. She or he makes up a membership rule. As other players move each moppet into the clubhouse, the computer-player tells whether it belongs or not.

Play continues until one player guesses the rule. The object of the game is to determine the rule in the minimum number of guesses.

MORE ATTRIBUTE GAMES

Other diskettes of attribute games are available from THE LEARNING COMPANY (TLC).

MOPTOWN HOTEL features further adventures of the moppets of Moptown, in a range of activities suitable for ages nine and up.

Also available are two diskettes of animated attribute games featuring Gertrude, the Go-Getter Goose . . . *GERTRUDE'S SECRETS* for younger children, and *GERTRUDE'S PUZZLES,* for older children.

APPENDIX A EDUCATIONAL SKILLS

LOGIC SKILLS

GAMES	MATCHING/ SIMILARITIES	DIFFERENCES	OPPOSITES	PATTERNS/ SEQUENCES	PROBLEM SOLVING STRATEGIES
MAKE MY TWIN	X				
WHO'S DIFFERENT?		X			
WHAT'S THE SAME?	X				
MAKE MY OPPOSITE			X		
WHO COMES NEXT?				X	
MOPTOWN PARADE				X	
CLUBHOUSE					X

Chart shows the primary emphasis for each game. All games also overlap into other skill areas.

LANGUAGE SKILLS

The consistent use of the language sequence of three adjectives followed by a noun provides training in language skills. The adjectives are arranged in the correct linguistic pattern of height first, girth second, and color last. The consistent repetition of this sequence throughout the games will make this language use automatic.

APPENDIX B
USE WITH A BLACK AND WHITE TV

It is possible, though not recommended, to play the Moptown games without a color monitor or color television. The low-resolution graphics games are easier to use in this respect than the high-resolution graphics games.

LOW—RESOLUTION GAMES (1-6):

On a black and white television the colors red and blue can be distinguished as follows:

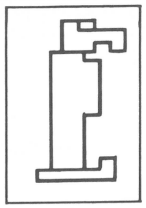
RED: Appears as dark gray

BLUE: Appears as light gray

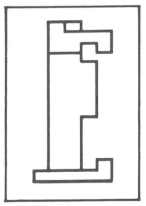
HIGH-RESOLUTION GAME (7):

The colors of the high-resolution figures may be determined by looking carefully at the point where the neck and the back of the body line up.

RED: There is an offset between the back of the body and the neck.



BLUE: The neck and the back of the body meet in a continuous line with no offset.



APPENDIX C
MOPPET PLAYING CARDS

ATTRIBUTE CARDS

Xerox this page, mount on sturdy board if desired, then cut apart along lines to form cards.

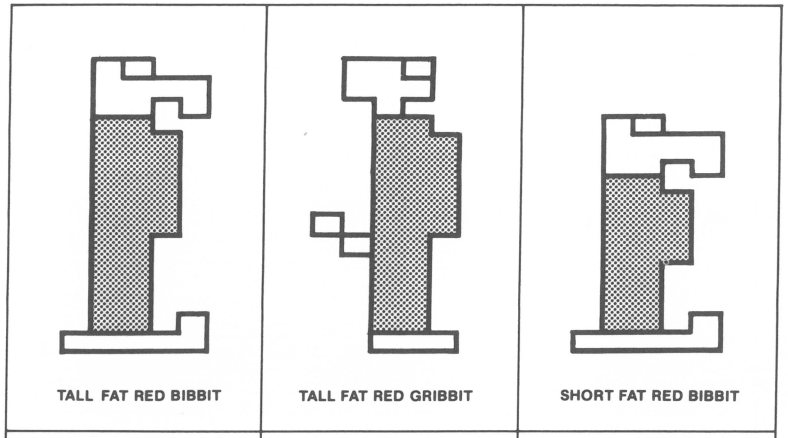
TALL/SHORT (HEIGHT)	**FAT/THIN (GIRTH)**	**RED/BLUE (COLOR)**
BIBBIT/ GRIBBIT (TYPE)	**TALL**	**SHORT**

(more cards on next page)

ATTRIBUTE CARDS

FAT	**THIN**	**RED**
BLUE	**BIBBIT**	**GRIBBIT**

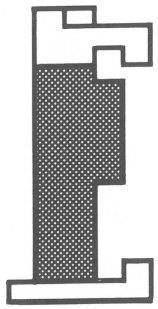
RED MOPPETS


TALL FAT RED BIBBIT
TALL FAT RED GRIBBIT
SHORT FAT RED BIBBIT
SHORT FAT RED GRIBBIT
TALL THIN RED BIBBIT
TALL THIN RED GRIBBIT
SHORT THIN RED BIBBIT
SHORT THIN RED GRIBBIT

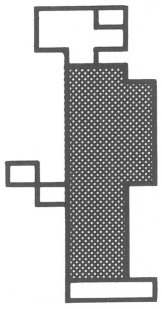
Xerox this page, mount on sturdy board if desired, then cut apart along lines to form cards.

(more cards on next page)

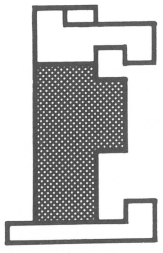
BLUE MOPPETS



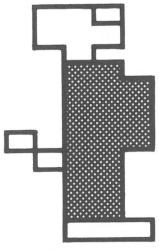
TALL FAT BLUE BIBBIT



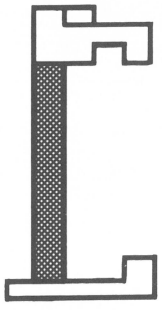
TALL FAT BLUE GRIBBIT



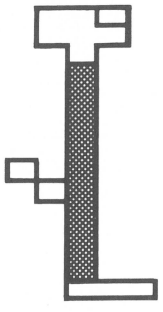
SHORT FAT BLUE BIBBIT



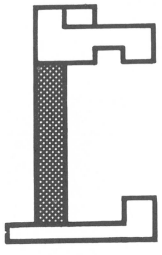
SHORT FAT BLUE GRIBBIT



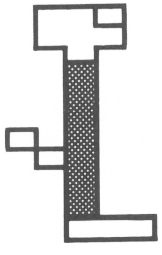
TALL THIN BLUE BIBBIT



TALL THIN BLUE GRIBBIT



SHORT THIN BLUE BIBBIT



SHORT THIN BLUE GRIBBIT